

FIG. 1A

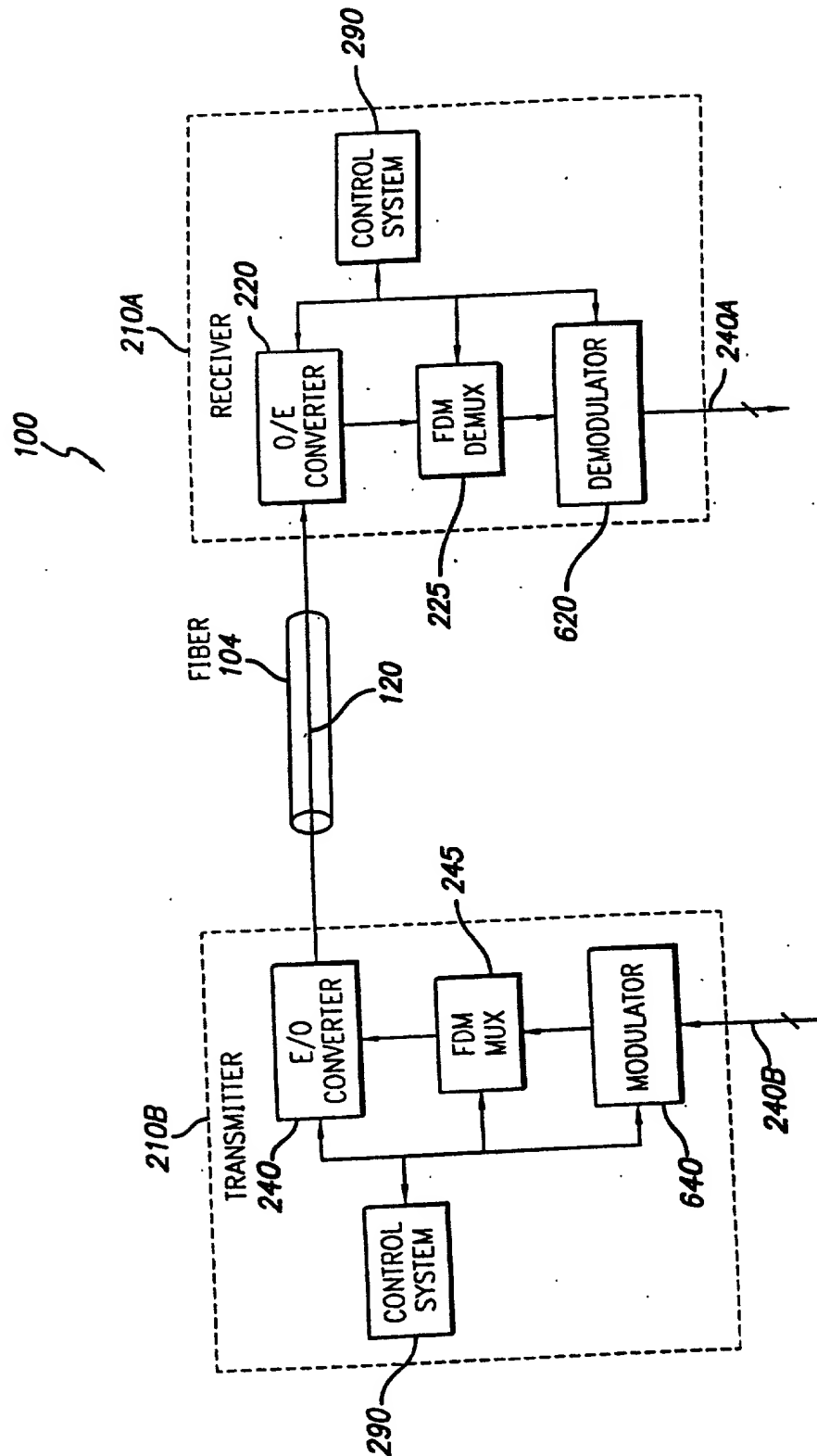


FIG. 1B

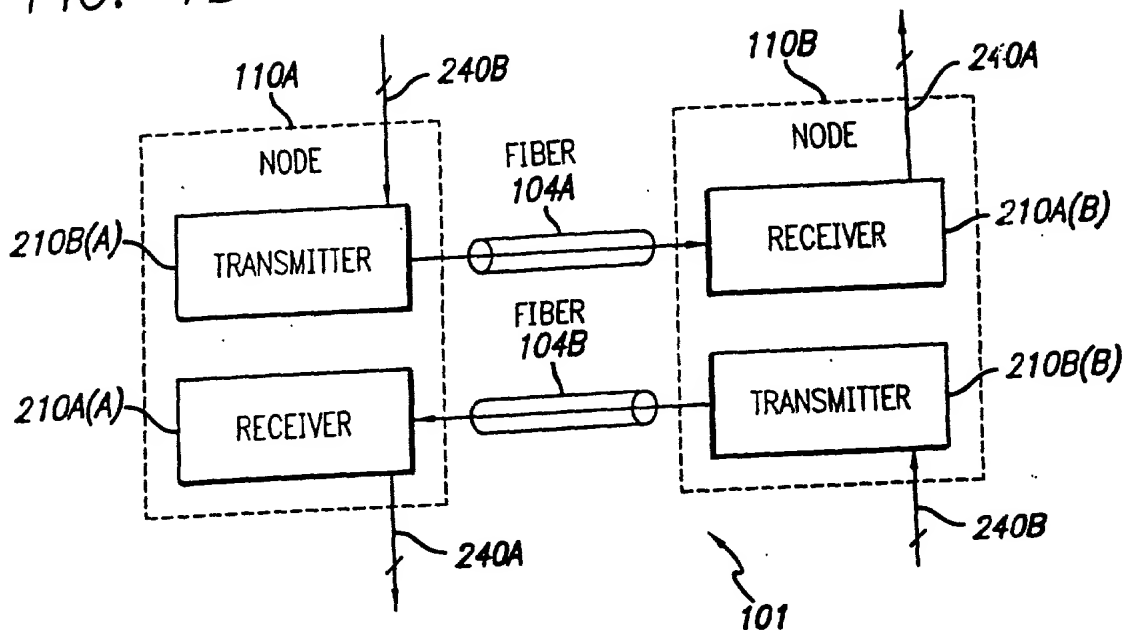
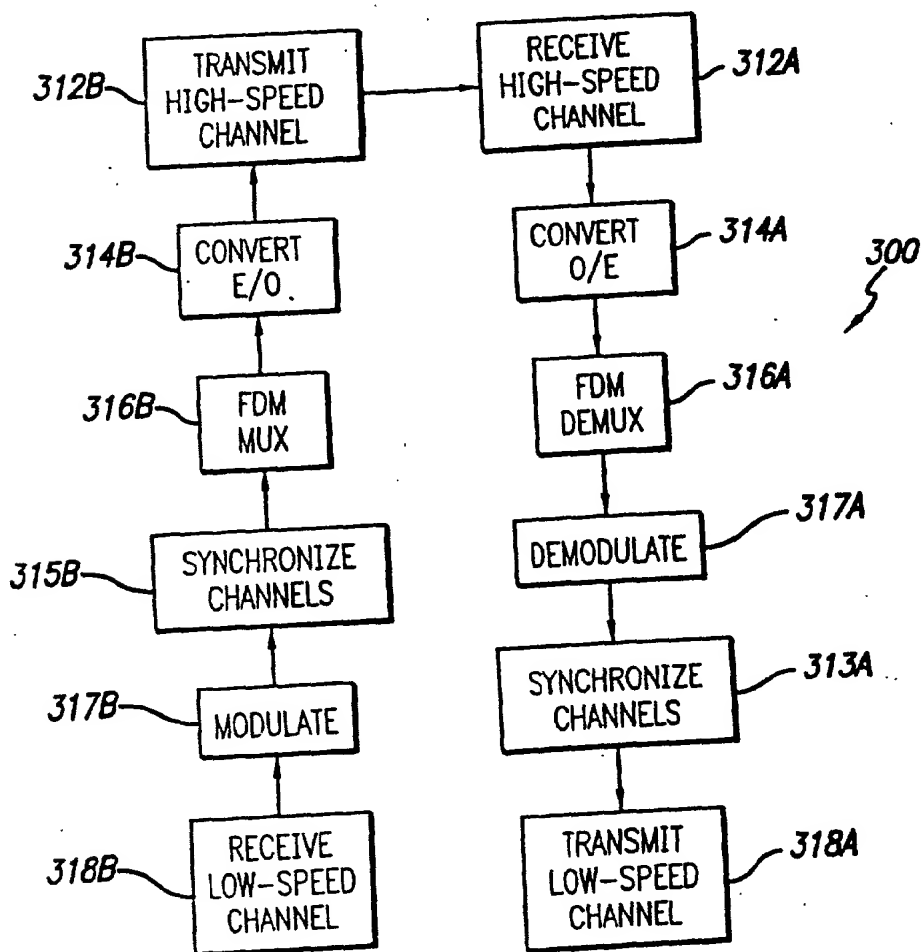


FIG. 2



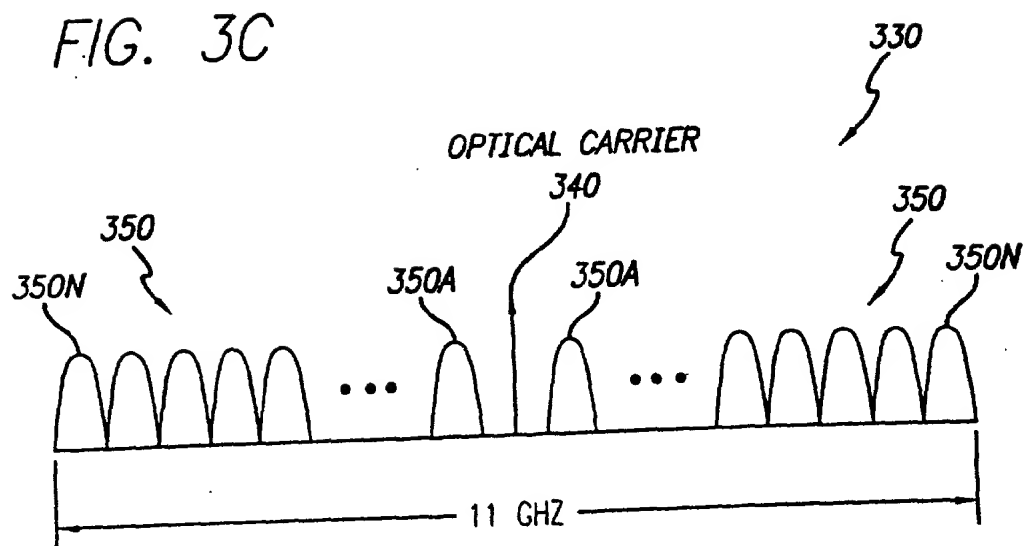
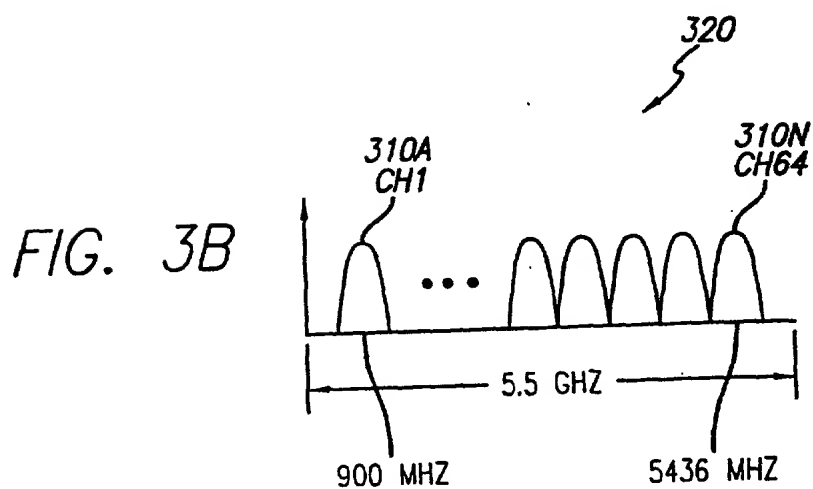
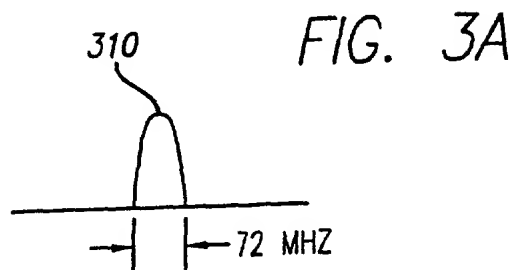


FIG. 4A

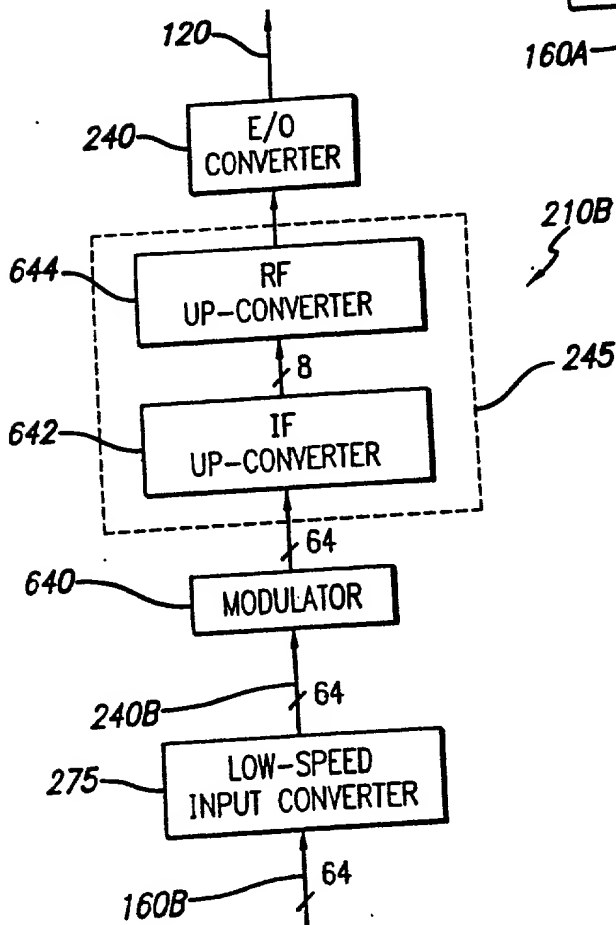
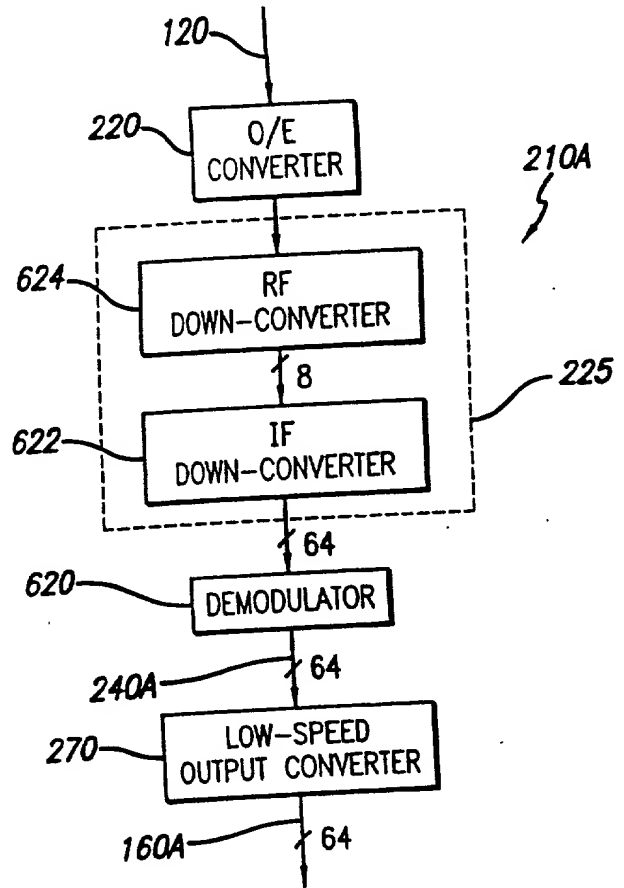
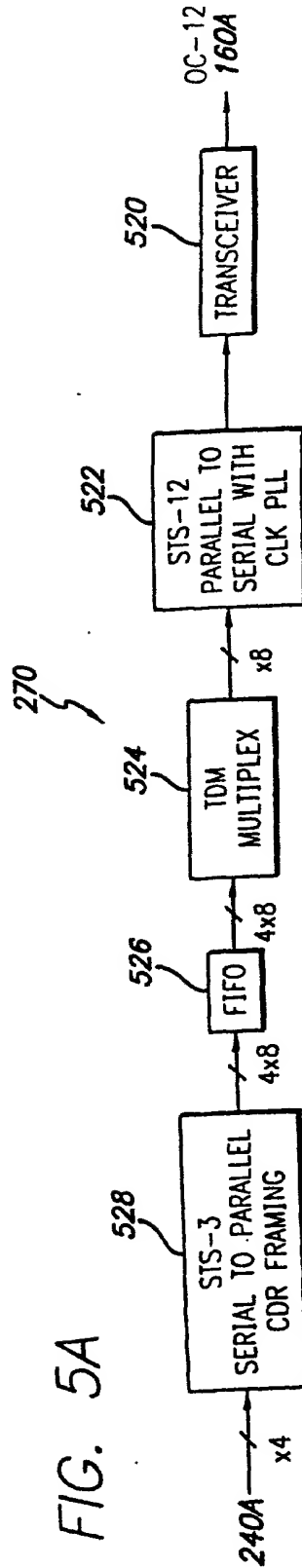


FIG. 4B

FIG. 5A



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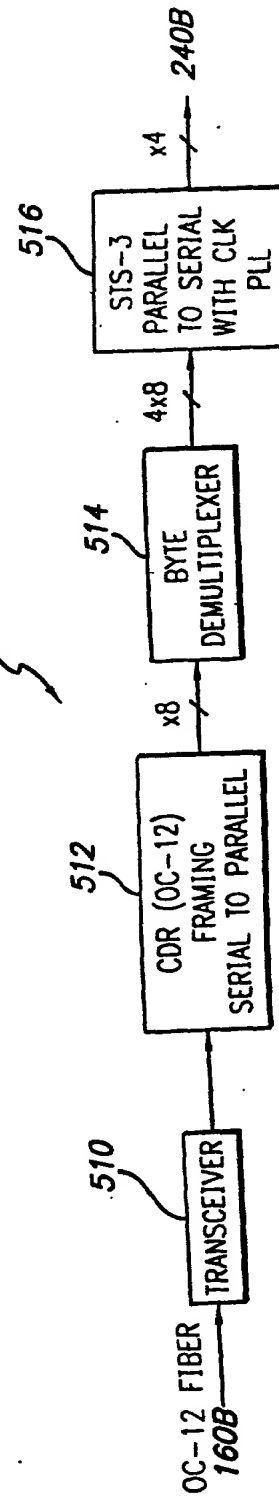


FIG. 5B

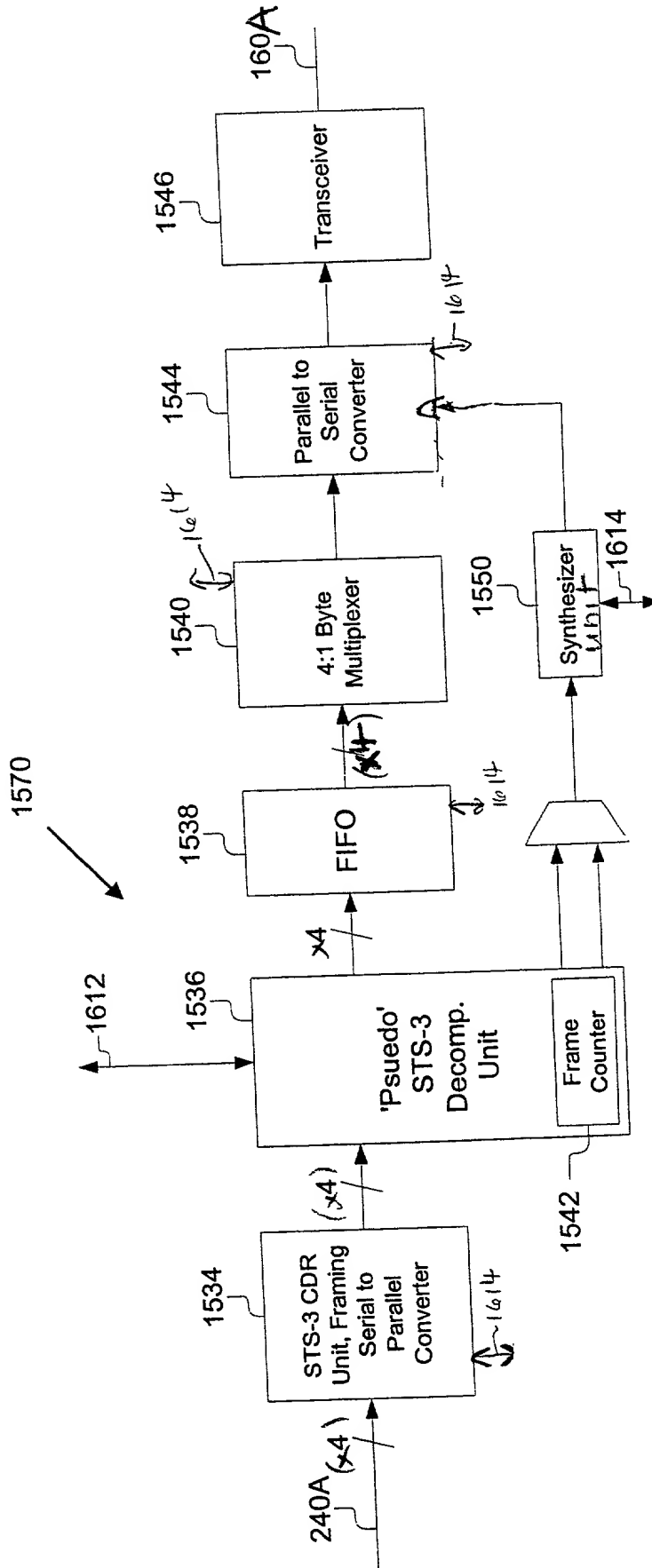


Figure 5C

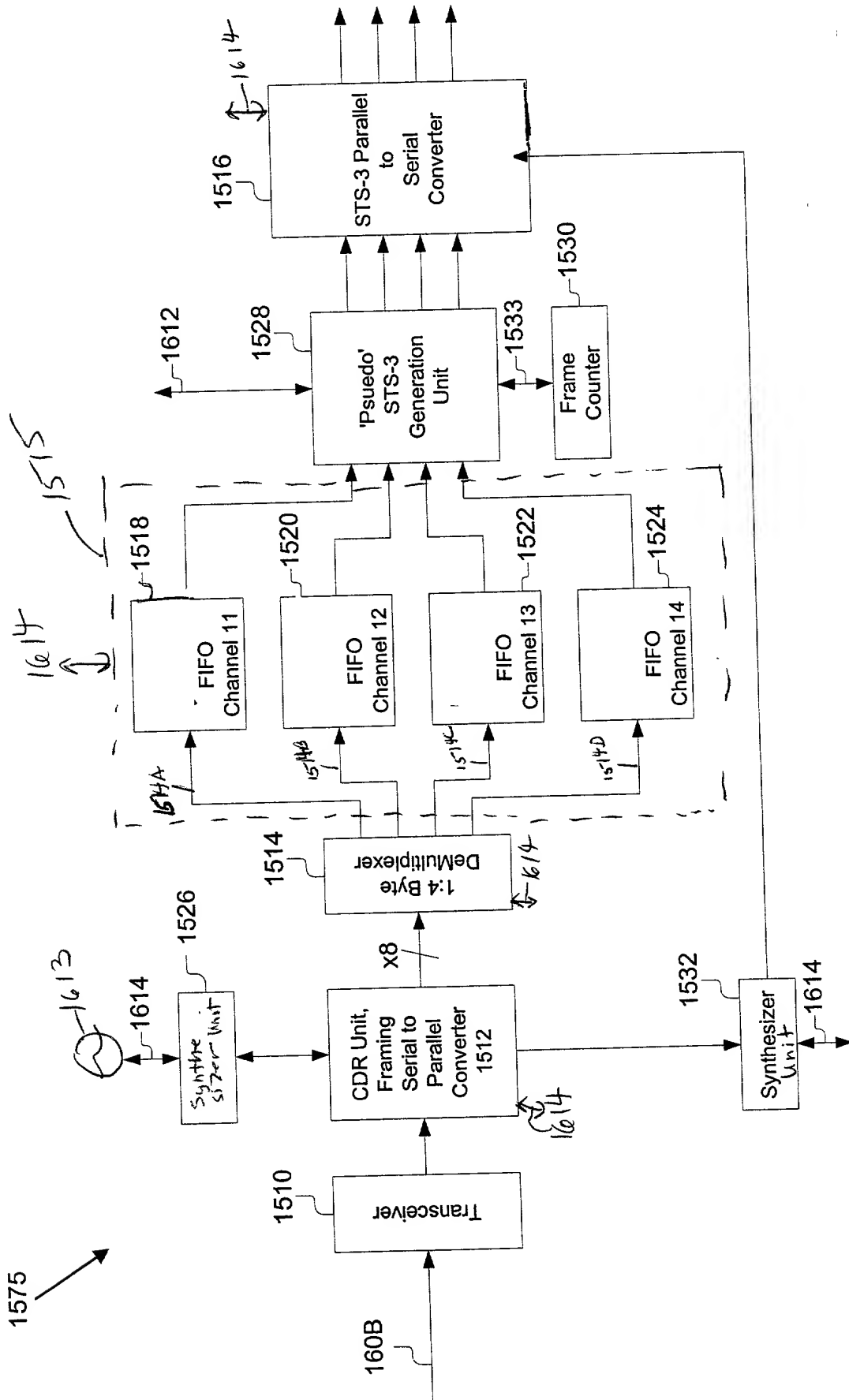


Figure 5D

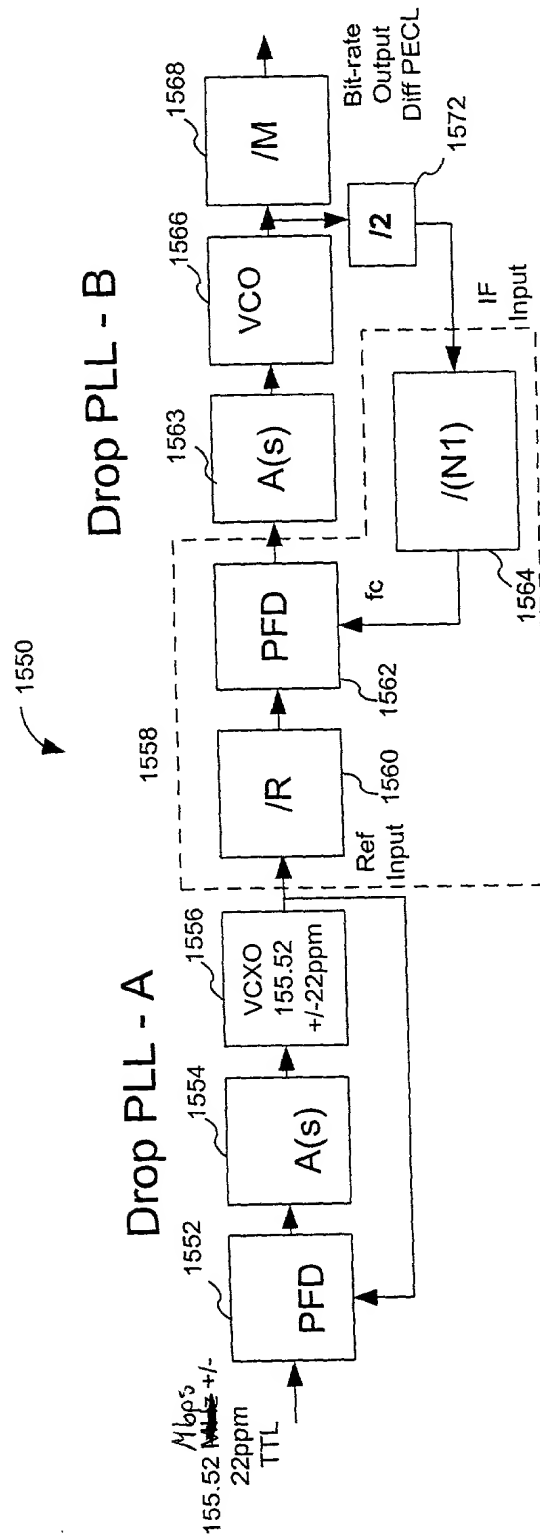


FIG. 5E

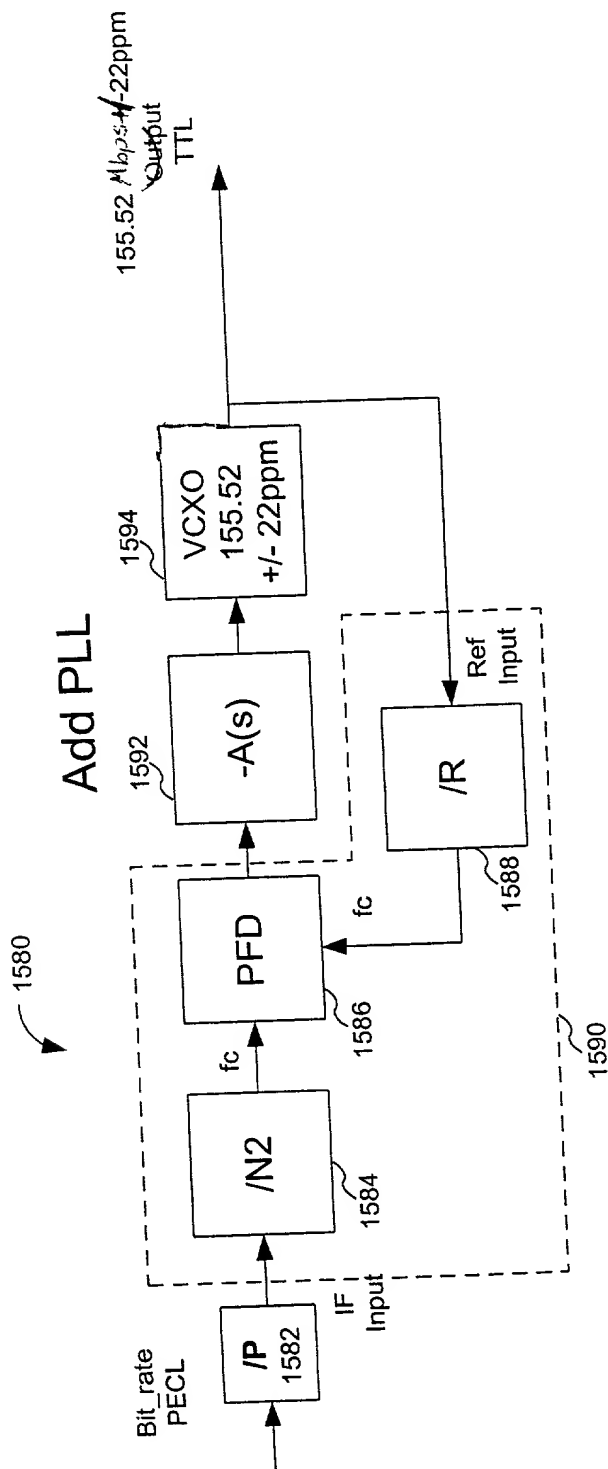


FIG. 5F

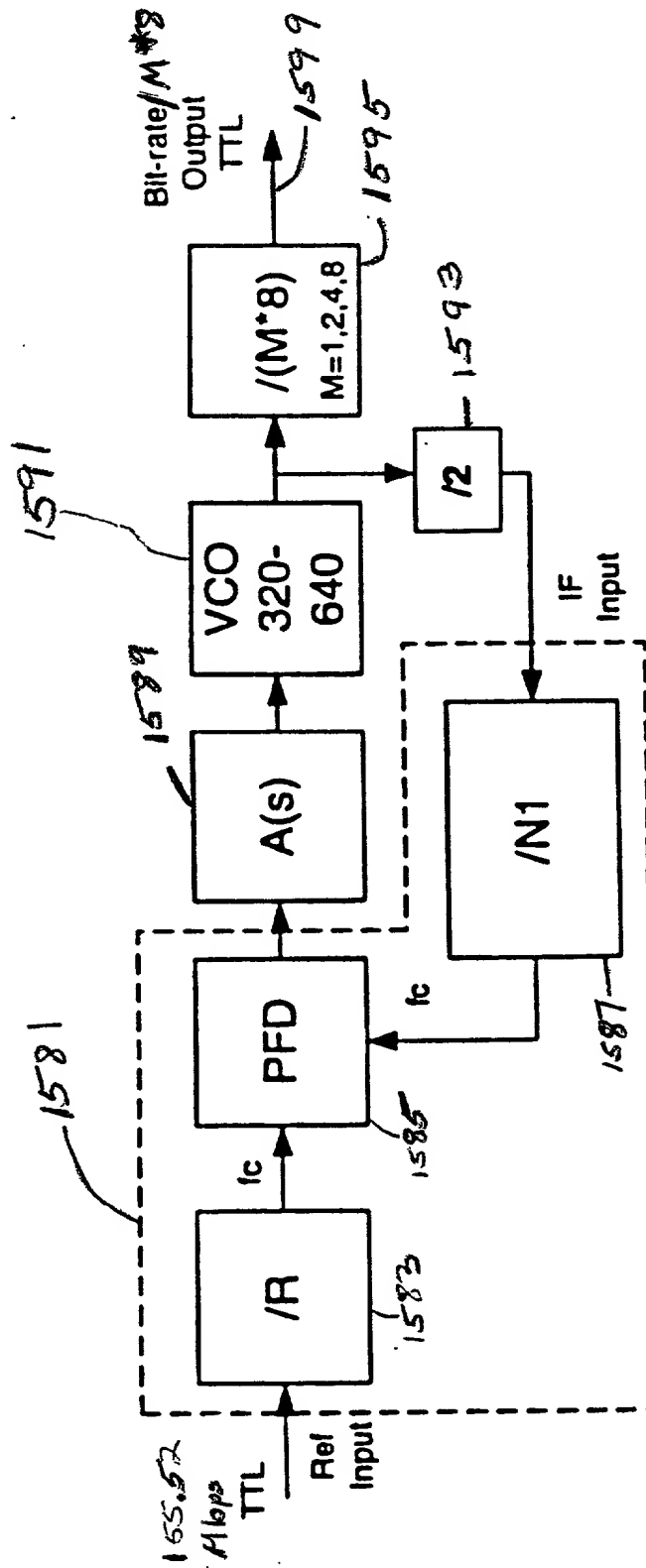
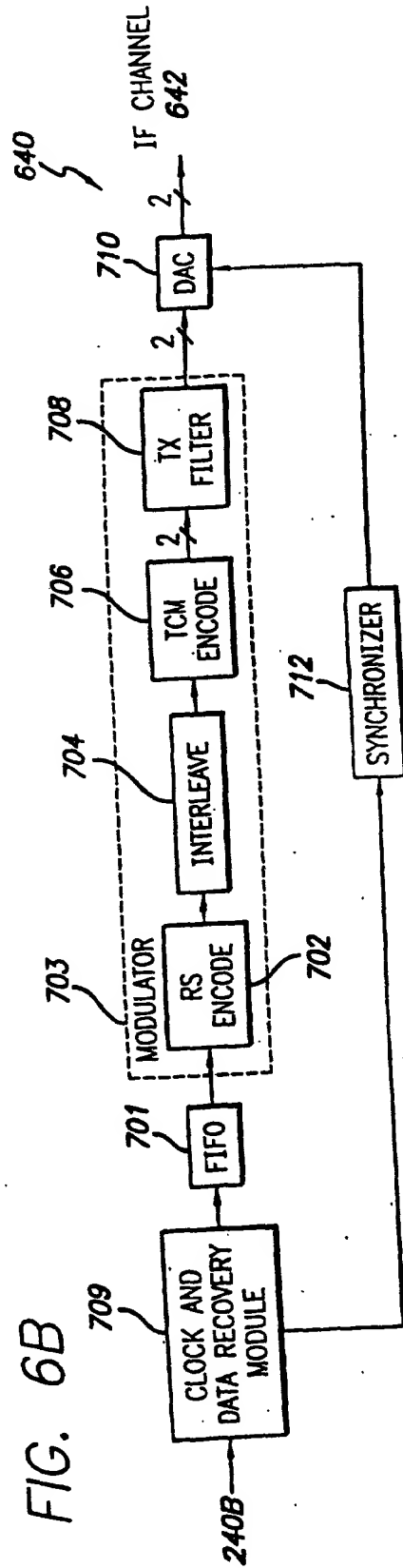
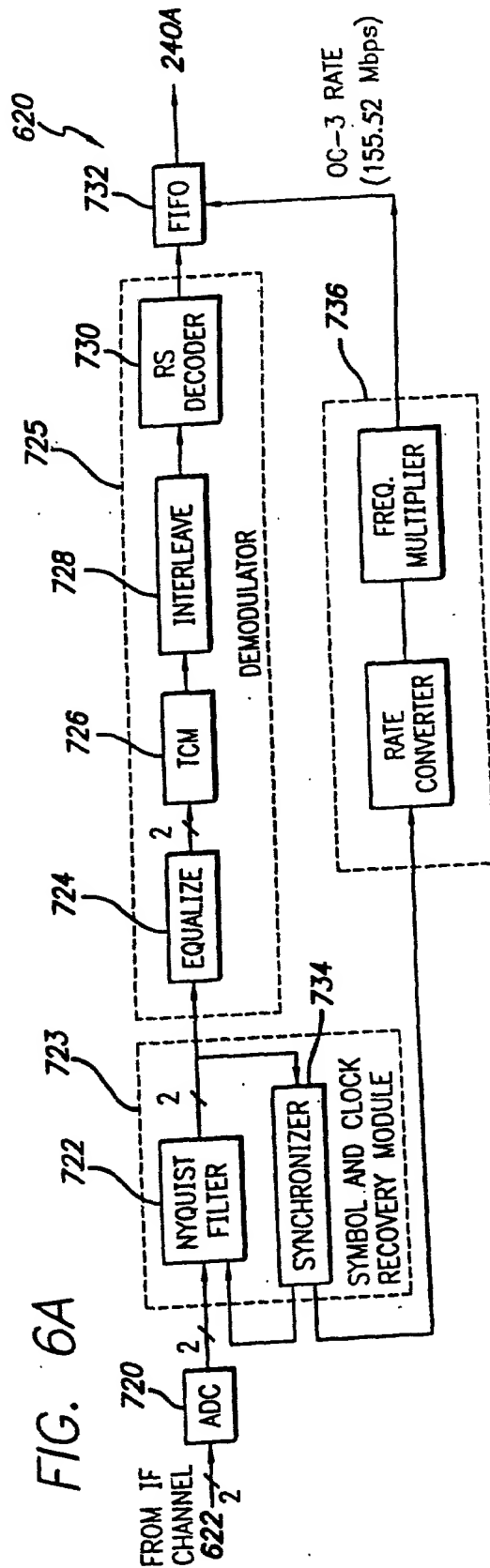


FIG. 56



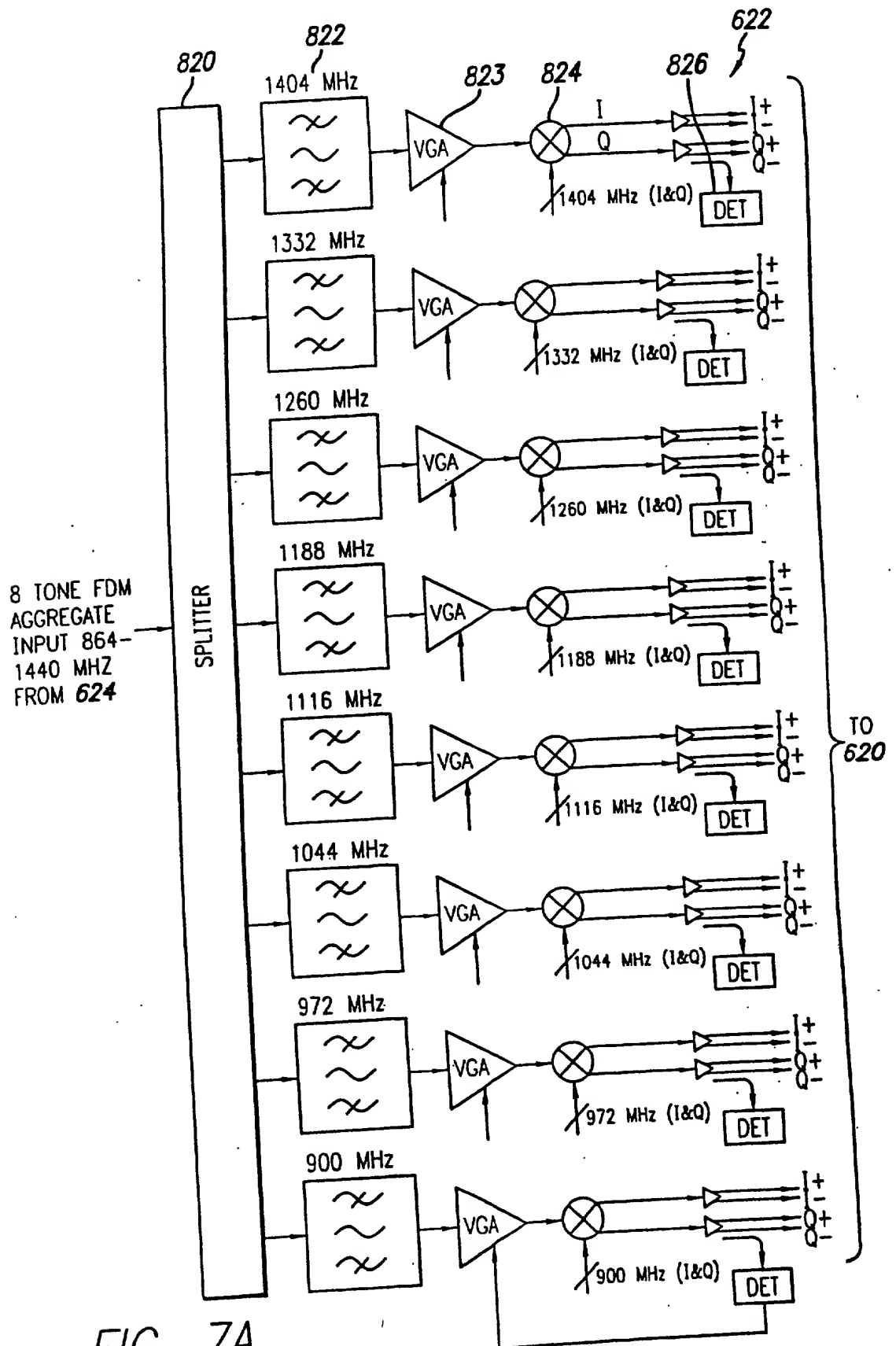


FIG. 7A

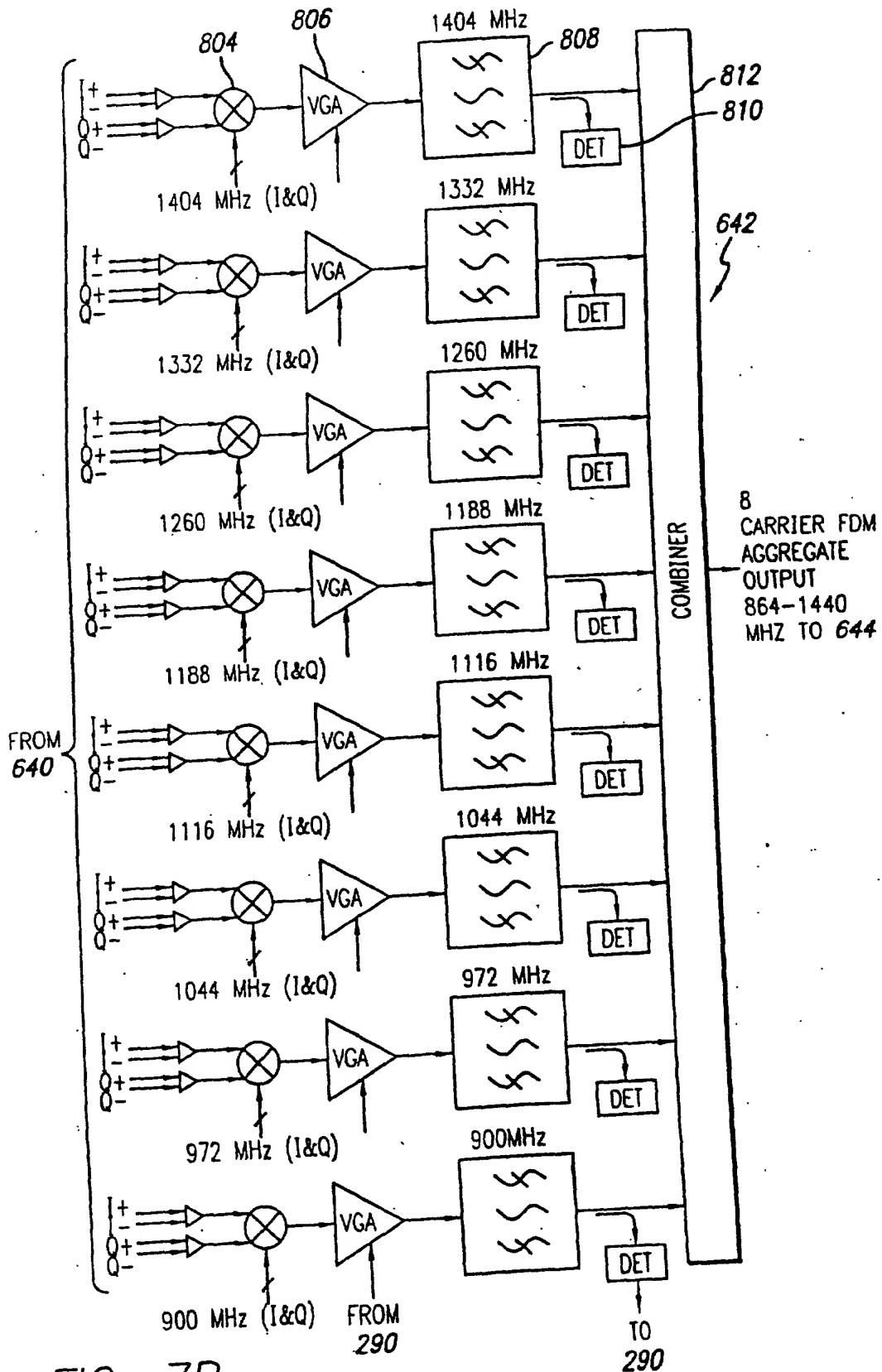


FIG. 8A

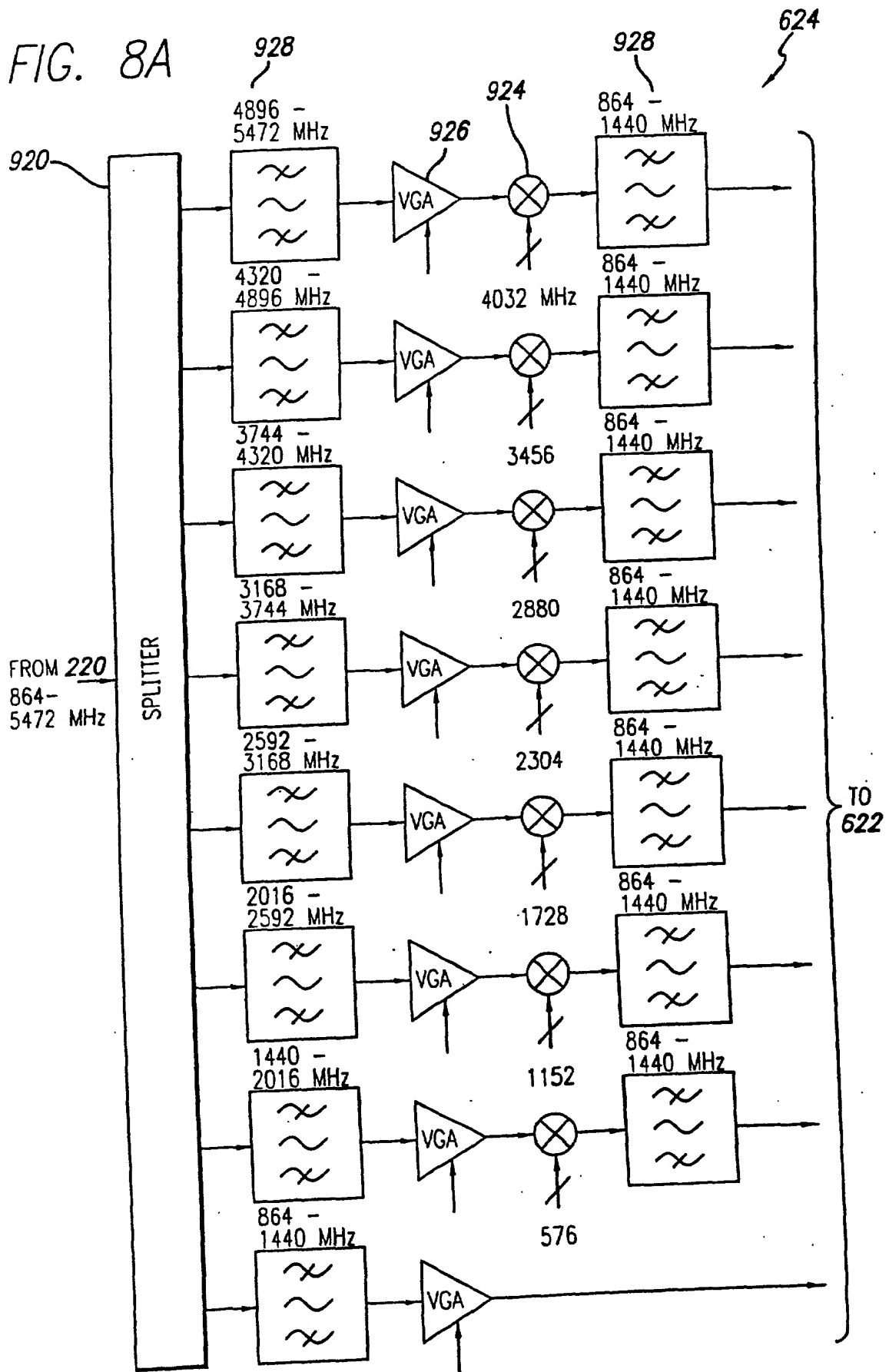
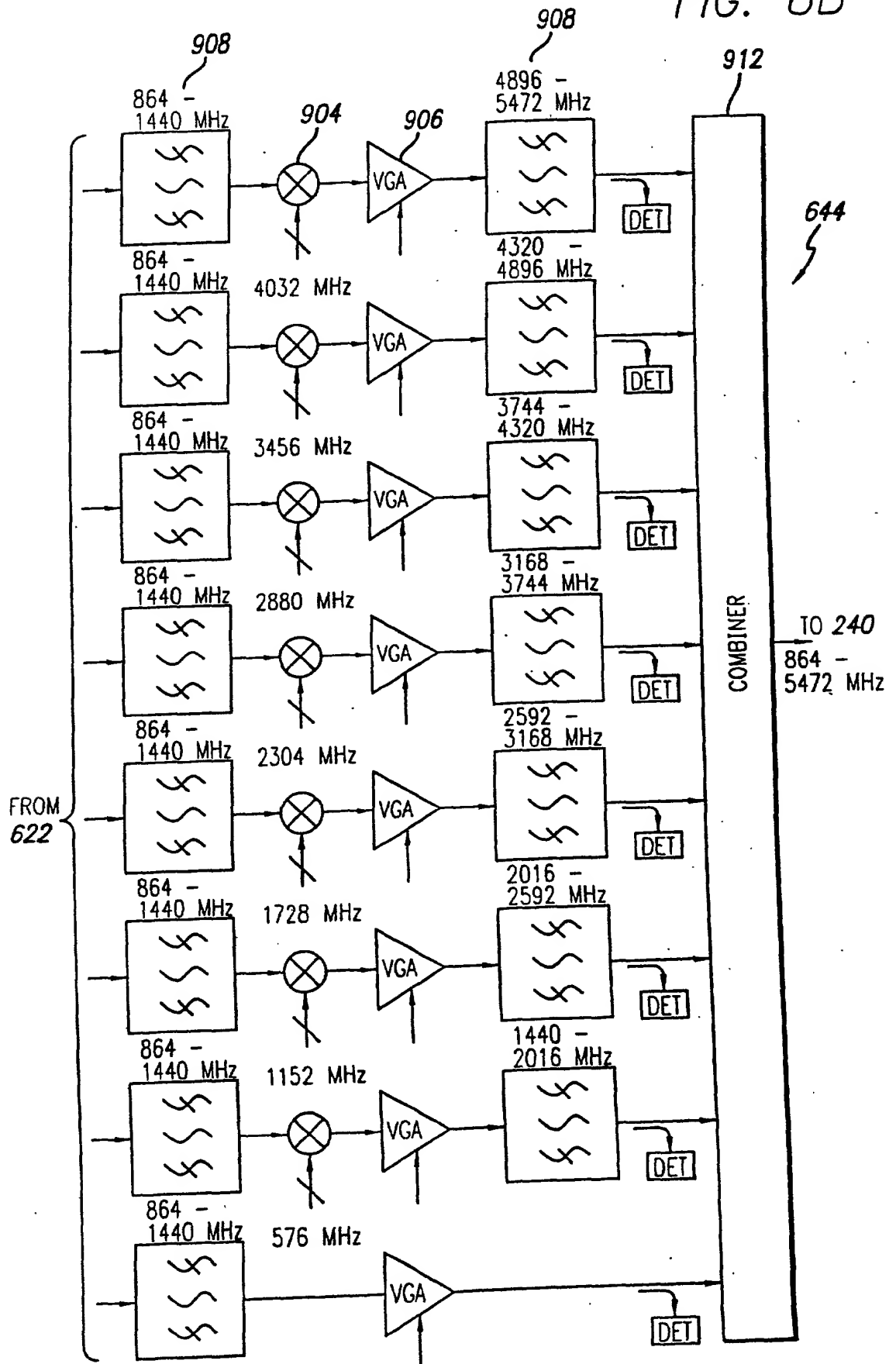
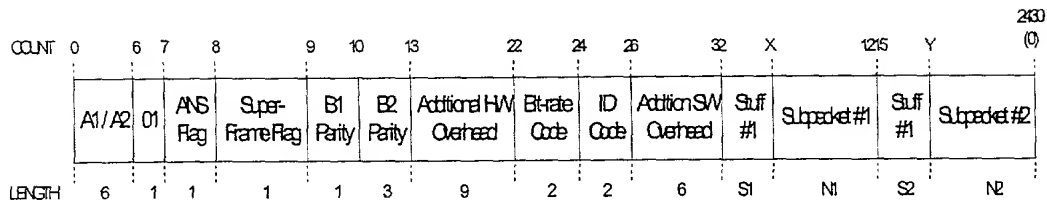


FIG. 8B





A1/A2-SONET header for STS3

Additional SW Overhead-6 bytes

Additional HW Overhead-9 bytes

Subpacket-target bytes carried in frame. Two subpackets to reduce system idiosyncrasy.

Suff-stuff bytes to fill unused parts of packet.

Parity-1 byte parity for performance monitoring

N1-subpacket 1 byte count

N2-subpacket 2 byte count

N1+N2=N(target signal bytes per frame)

S1-Suff #1 byte count

S2-Suff #2 byte count

X-Suff #1 end count. Memory mapped register

Y-Suff #2 end count. Memory mapped register

T-Target Signal Data Rate

$N = T / (8 + b) * (1/8) * (1/4)$ bytes/frame

$S1 + S2 = 2430 - N - 32$ bytes/frame

Figure 9

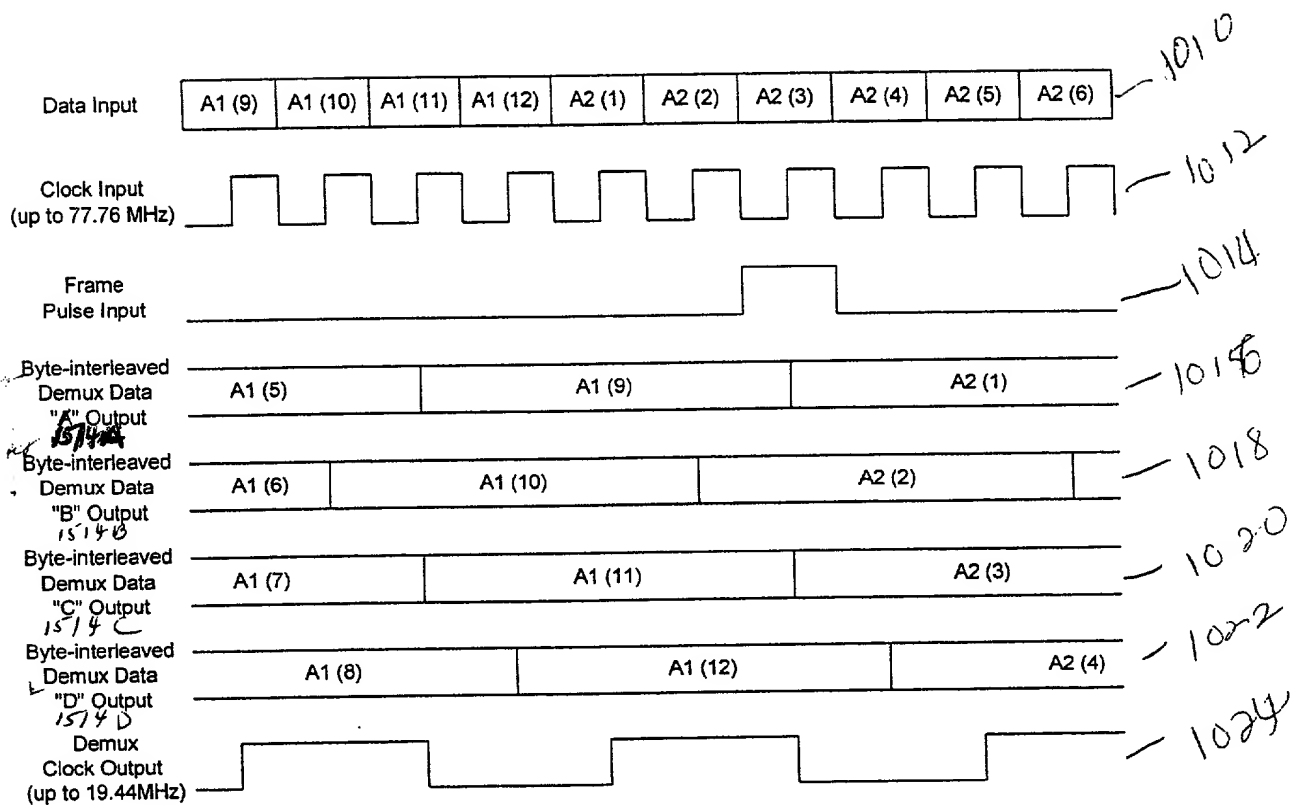


Figure 10

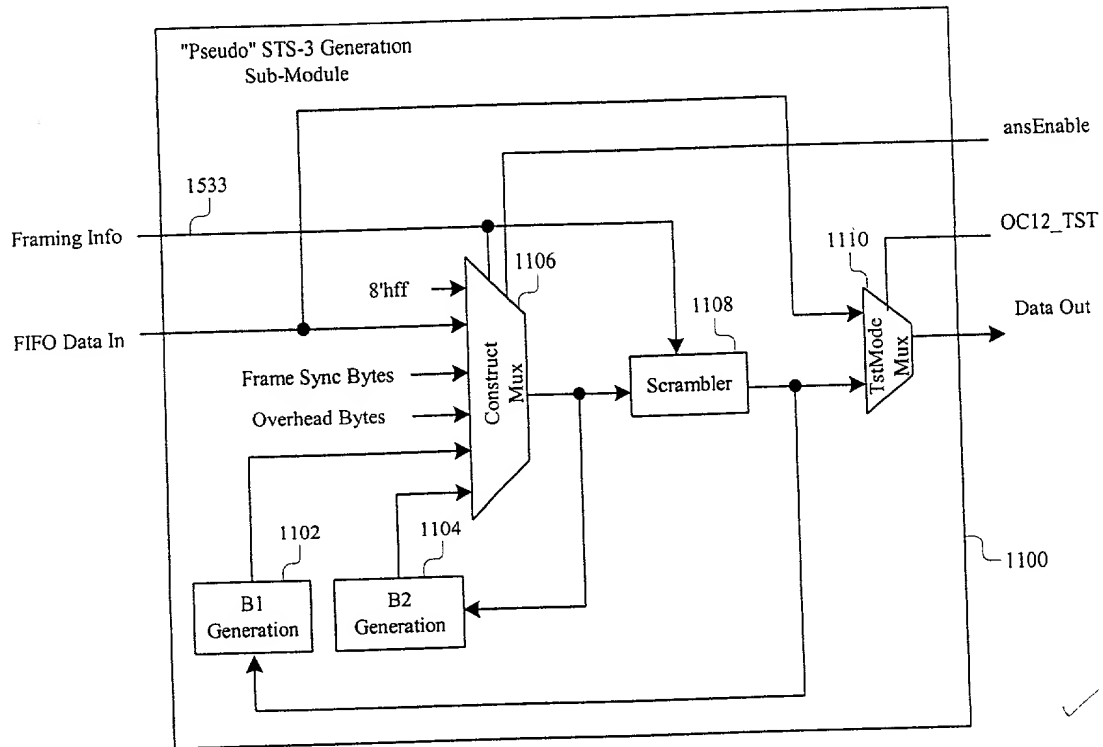


Figure 11

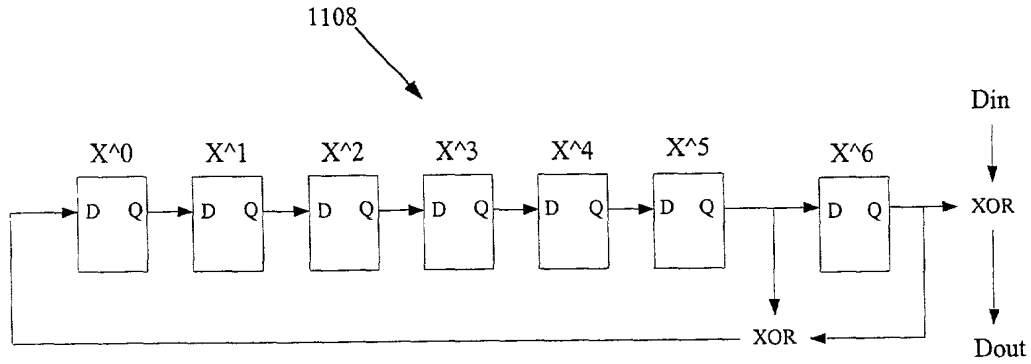


Figure 12

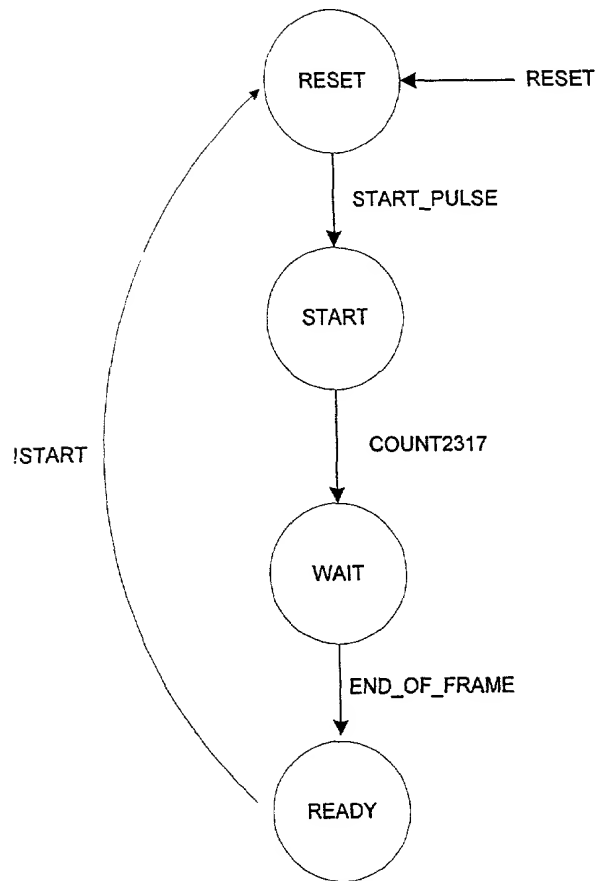


Figure 13

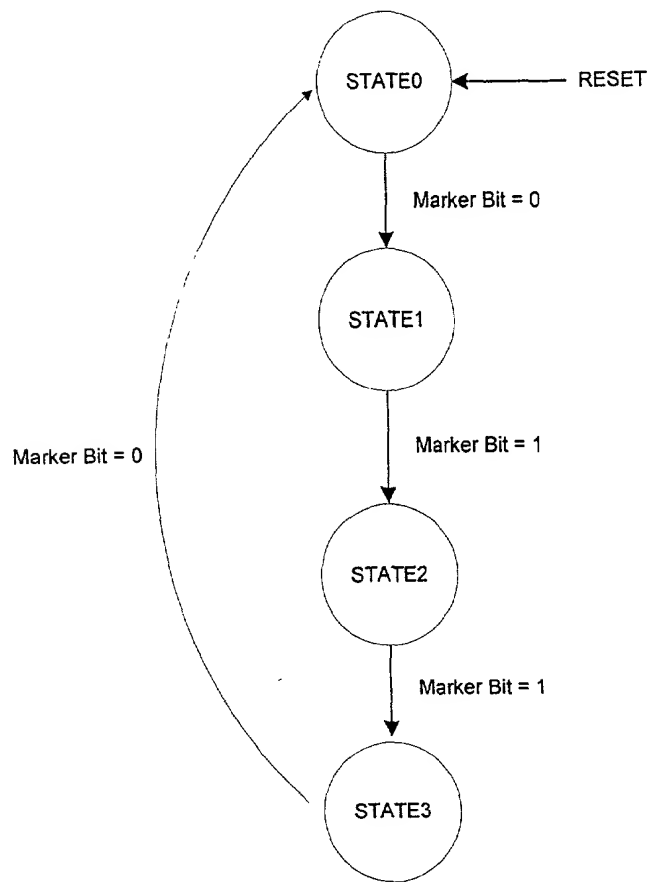


Figure 14

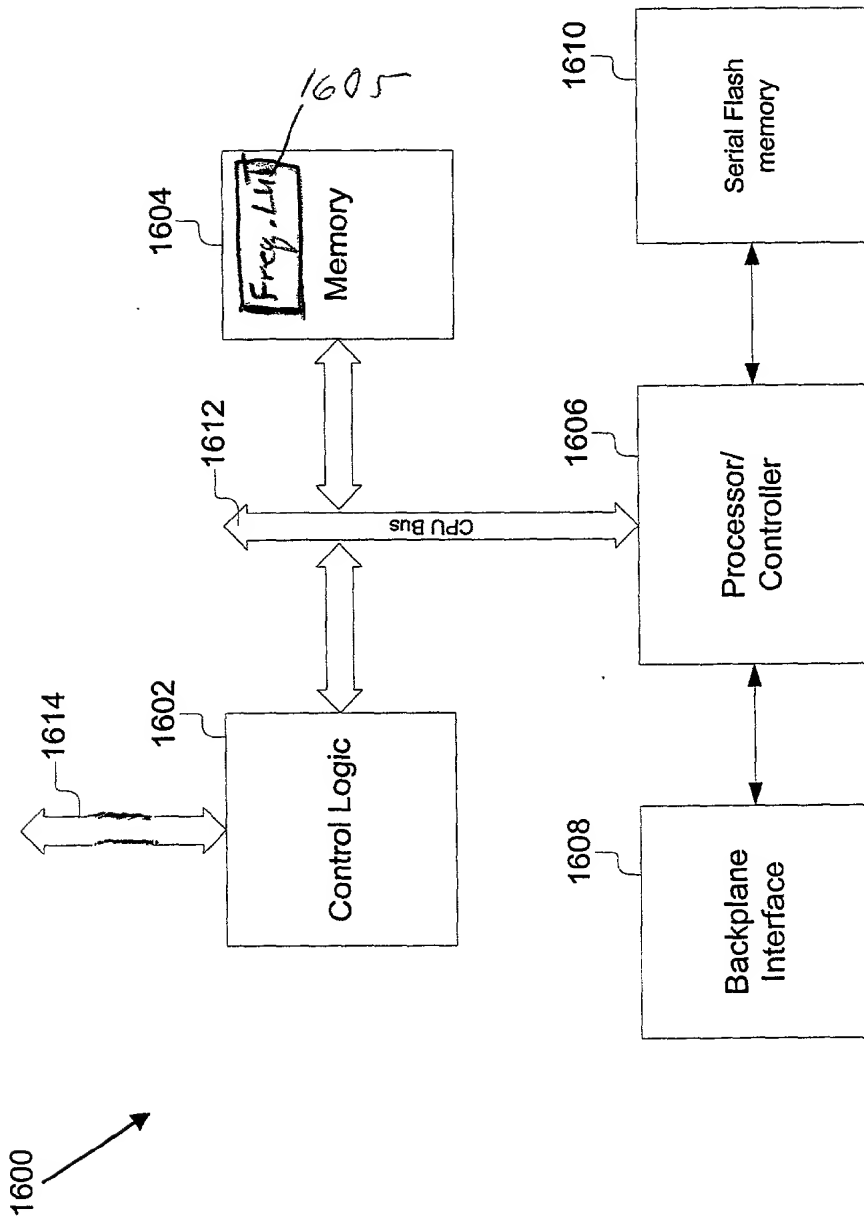


Figure 15

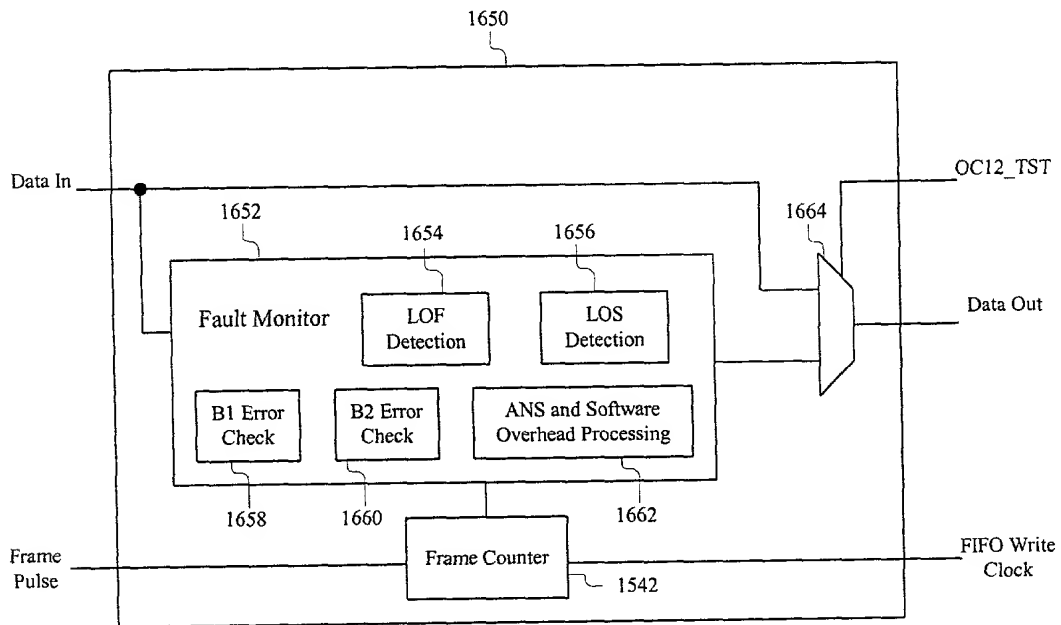


Figure 16

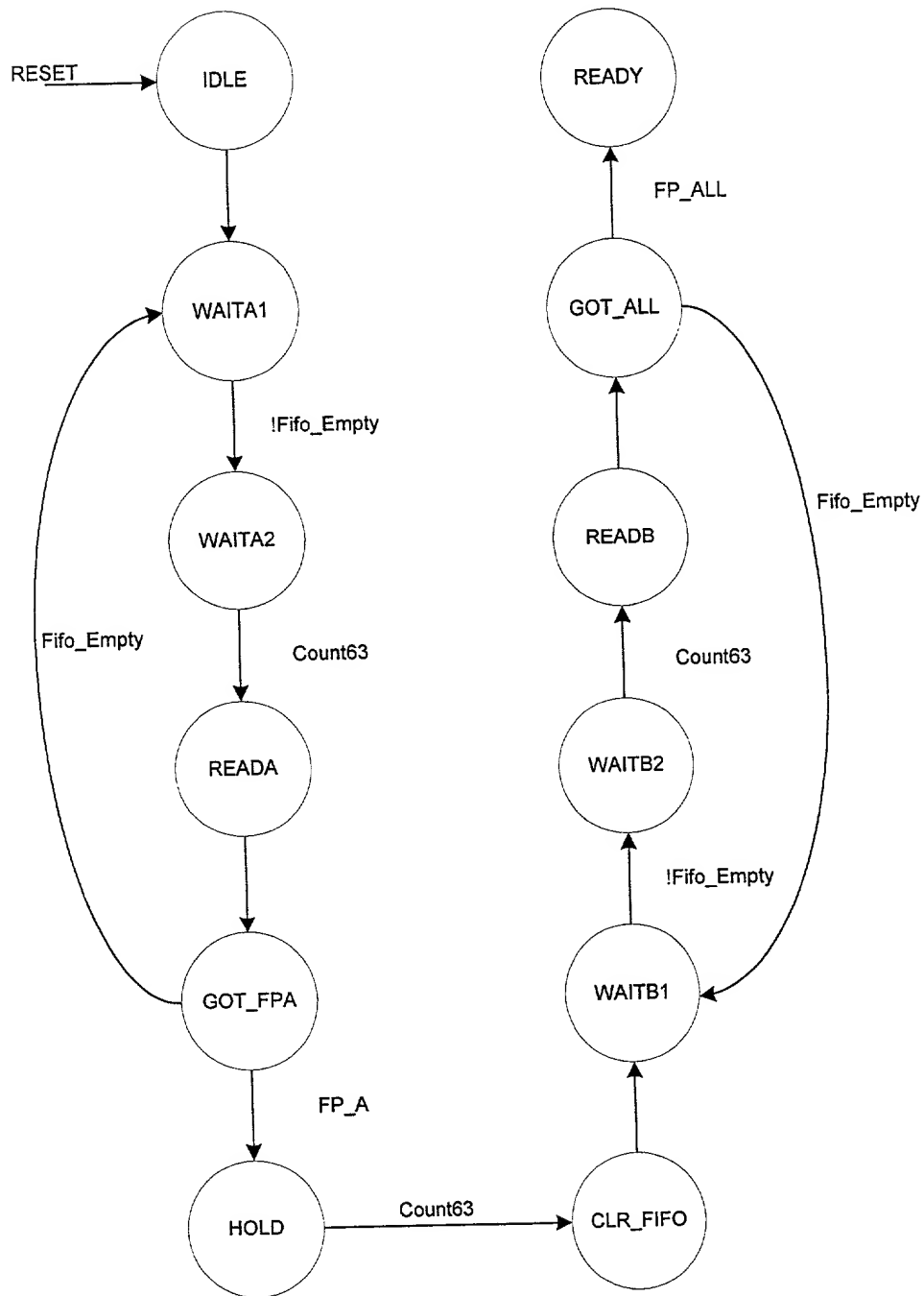


Figure 17

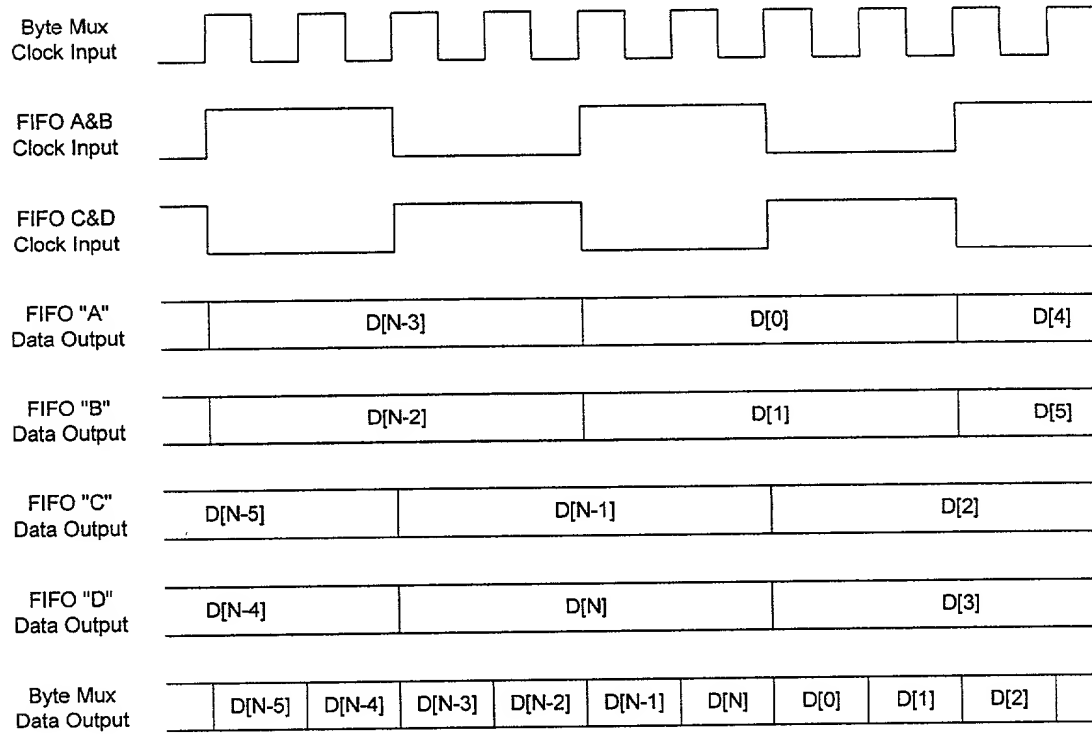


Figure 18